THE LAND-SEA-AIR CAMPAIGN, MAY 1942 TO MARCH 1943

WAR IN THE SOUTH PACIFIC™

TRUK

MAKIN

NEW IRELAND

NEW GUINEA

Rabaul

Lae

NEW BRITAIN

SOLOMON ISLANDS

Port Moresby

TULAGI

GUADALCANAL

FIJI

CORAL SEA

ESPIRITU-SANTO

AUSTRALIA

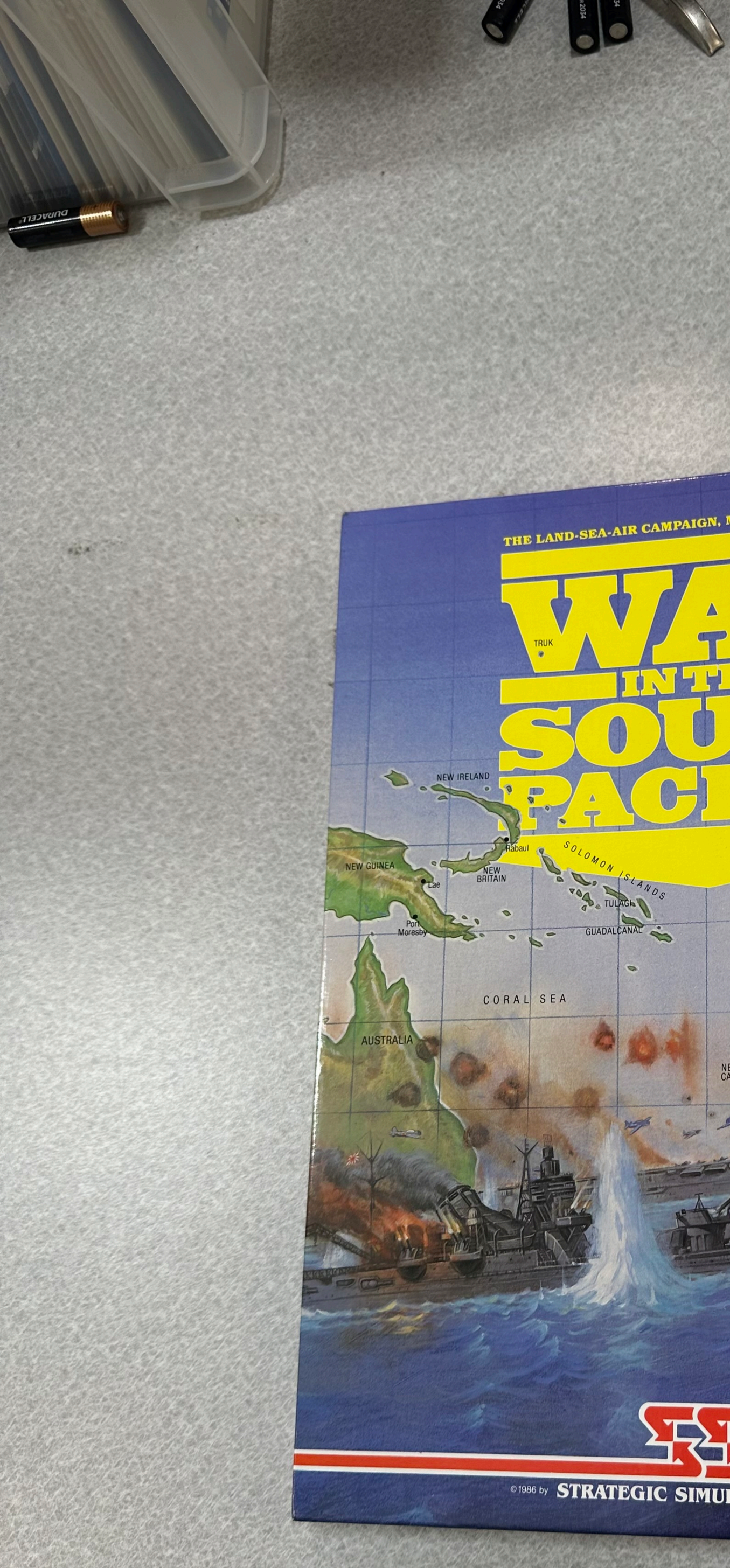
NEW CALEDONIA

APPLE®
64K disk for Apple II with Applesoft ROM, II+, IIe and IIc

SSI™

©1986 by STRATEGIC SIMULATIONS, INC. All rights reserved.

- Map contains Fiji in the east, Port Moresby in the west, Truk in the north, and Brisbane in the south.
- Play one of three campaign games beginning on May 1, 1942, August 8, 1942, and October 15, 1942. All campaign games end on March, 1943.
- Choose from 79 different ship classes and 17 different aircraft types.
- Features include hidden movement, limited intelligence and inaccurate ship sightings.
- Players can switch between 1-, 4-, and 8-hour turns, allowing for detailed carrier battles and faster play during periods of inactivity.


THE LAND-SEA-AIR CAMPAIGN, MAY 1942 TO MARCH 1943
WAR IN THE SOUTH PACIFIC™
TRUK
MAKIN
NEW IRELAND
Rabaul
SOLOMON ISLANDS
NEW GUINEA
NEW BRITAIN
Lae
TULAGI
Port Moresby
GUADALCANAL
FIJI
CORAL SEA
ESPIRITU-SANTO
AUSTRALIA
NEW CALEDONIA
SSI™
APPLE®
64K disk for Apple II with Applesoft ROM, II+, IIe and IIc.
©1986 by STRATEGIC SIMULATIONS, INC. All rights reserved.

Date: April 30, 1942
From: Admiral Yamamoto, CIC Combined Fleet
To: Vice-Admiral Inouye, Commander South Pacific Theater

PLANS FOR MIDWAY OPERATION CANCELLED. EXPECT ARRIVAL OF COMBINED FLEET IN YOUR THEATER OF OPERATIONS AT END OF MAY. PREPARE FOR MAXIMUM EFFORT AGAINST ENEMY BASES IN EASTERN AUSTRALIA.

WAR IN THE SOUTH PACIFIC provides three exciting scenarios:

■ **The Hypothetical Campaign Game, May '42 to March '43.** This scenario assumes that the Battle of Midway — and the resulting devastation of Japan's carrier force — did not take place. Instead, the Japanese High Command chooses to throw the bulk of its naval might against the islands of the South Pacific and Australia. Starting with both sides given the actual South Pacific forces available just before the Battle of the Coral Sea, this scenario has Yamamoto's awesome carrier fleet steaming towards Australia instead of Midway. For ten months (*game* time, not real time!), you'll fight the most intense battles of your life around Truk, Guadalcanal, Port Moresby, Rabaul, Fiji, and Australia!

■ **The Japanese Response to the U.S. Invasion of Guadalcanal, August '42 to March '43.** This shorter campaign game is historically based. Emboldened by its victory at Midway, the U.S. launched an attack on Guadalcanal in early August and easily defeated a small Japanese force of construction workers. As the Japanese commander, you must decide how to respond to what is the first American counterattack in the South Pacific theater. Should you try to re-take Guadalcanal, or concentrate on attacking the Allied base of Port Moresby in New Guinea?

■ **The Decisive Battles for Guadalcanal, October '42 to March '43.** The shortest scenario starts with the Japanese firmly committed to re-take Guadalcanal. By mid-October, the Japanese had landed 20,000 men on the island. To support these men, Japanese battleships were ordered to bombard the Allied base, and their carriers were sent to intercept the Allied response. This action-filled scenario allows you to re-create the carrier battle at Santa Cruz, and the First and Second Naval Battles of Guadalcanal.

INCREDIBLE DETAIL. No matter which scenario you choose, each offers you amazing detail and realism. Every carrier, battleship, cruiser, destroyer, submarine and transport available to both sides at that time comes rated for speed, cargo/plane-carrying capacity, damage points, and number of main guns, secondary anti-aircraft guns and number of torpedo tubes. Eleven U.S. and six Japanese plane types are included, and combat is resolved down to each individual plane!

DECISIONS, DECISIONS, DECISIONS. This advanced simulation gives the ardent wargamer plenty of command decisions. A commitment point system is used to accurately reflect the limited resources your country can devote to any one theater. You use these points to "buy" your forces. Carriers and battleships are powerful but expensive, while transports, destroyers, and submarines are cheap. Also remember, you can only buy ships that are historically available at a given time. Each day of the campaign, you are given more points with which you must hoard carefully in order to buy new ships or buy back ships that you've sent back for repairs.

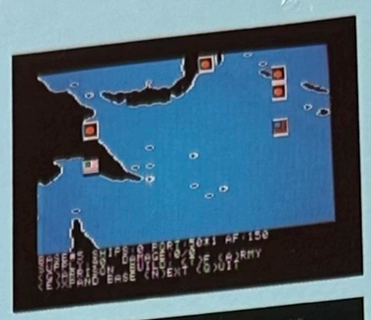
To keep your airbases and ports operational, you'll need to accumulate supply points. If you can keep your losses down, you may have enough supply points to expand your ports. With a big enough port, you can refuel and repair your ships, and replenish their ammunition. Supply points can also be used to expand airfields, which will allow you to base more planes and form larger airstrikes.

The game is broken down into one-, four-, or eight-hour pulses so you can engage in high-resolution combat or speed up the action. Inaccurate intelligence reports on enemy sightings and damage your attacks have caused must be taken with a grain of salt.

COMPUTER CONTROL. This game offers one feature commanders of World War II would have loved to have: You can relinquish day-to-day command of any airbase, port, or task force to the computer.

War in the South Pacific also boasts a computer opponent that can not only play either side, but whose electronic circuits will give your organic grey cells a run for their money.

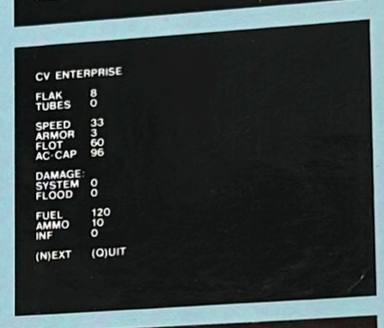
Screen displays shown (some simulated) are from the Apple®. Displays from other computer(s) may vary.
Apple is a registered trademark of Apple Computer, Inc.
MADE IN U.S.A.



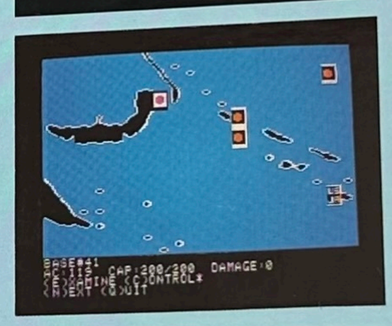
Port Moresby display also shows a portion of the west central area of the game map.

SD FO FU SA INF
CV ENTERPRISE 0 0 120 10 0
BB SOUTH DAKOTA 0 0 200 10 0
CA PORTLAND 0 0 60 10 0
CLA SAN JUAN 0 0 40 110 0
DD MAURY 0 0 16 110 0
DD MAHAN 0 0 14 110 0
DD CONYNGHAM 0 0 14 110 0
DD SHAW 0 0 14 110 0
DD PRESTON 0 0 18 110 0
DD PORTER 0 0 14 110 0
DD SMITH 0 0 14 110 0
DD CUSHING
PRESS A KEY TO CONTINUE

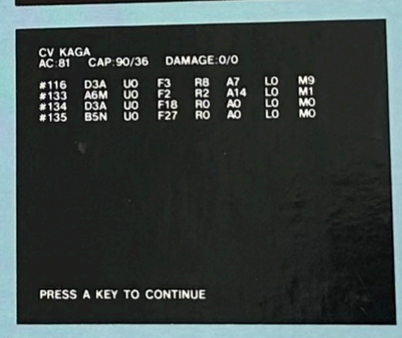
Display of American task force centered on the carrier *Enterprise*.



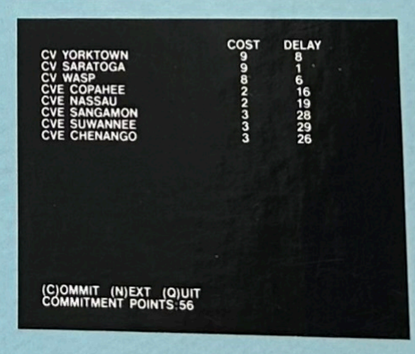
Enterprise ship data display.



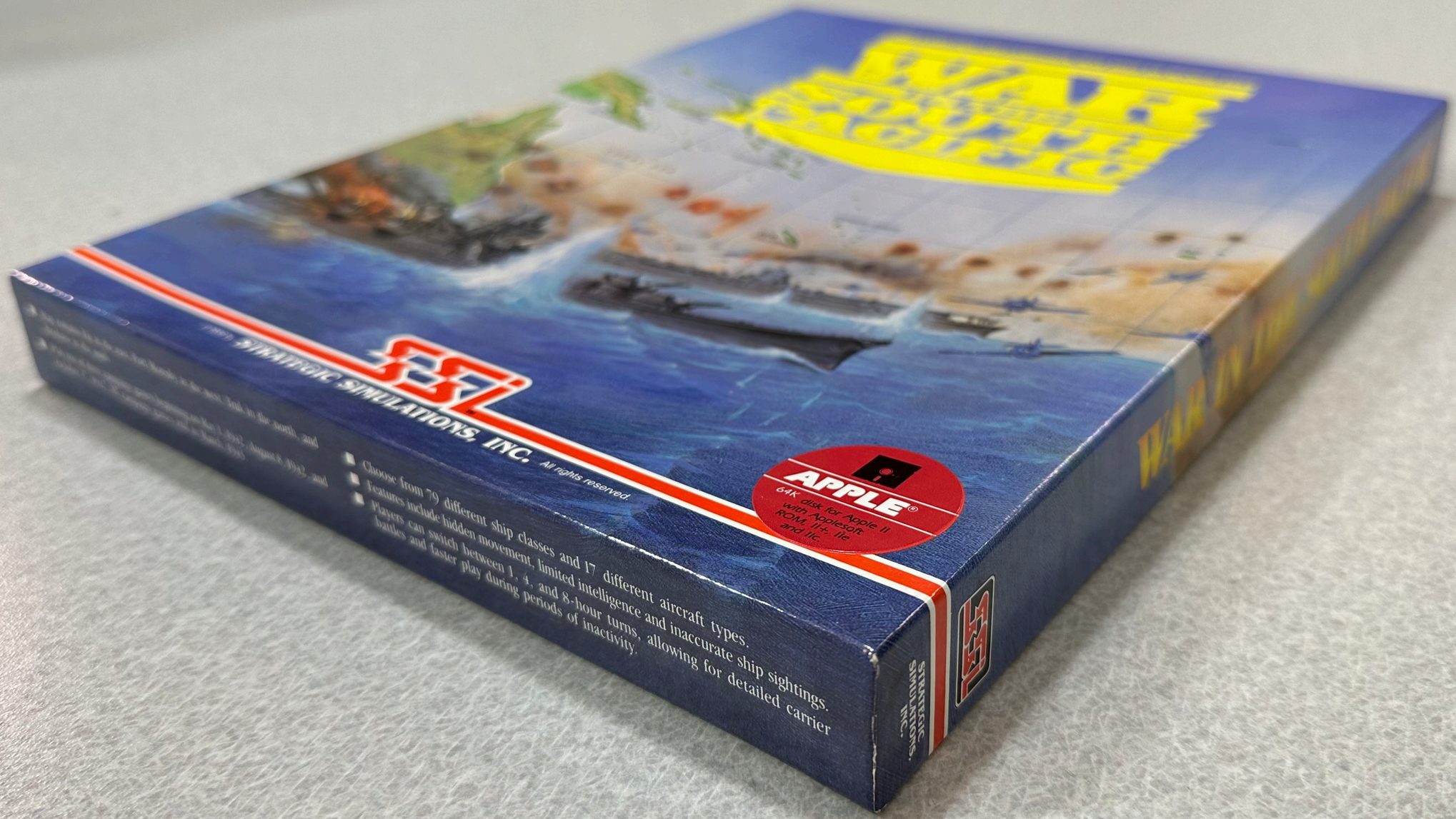
Rabaul airbase display also shows the portion of the map that includes the Solomon Islands and the conflict on Guadalcanal.

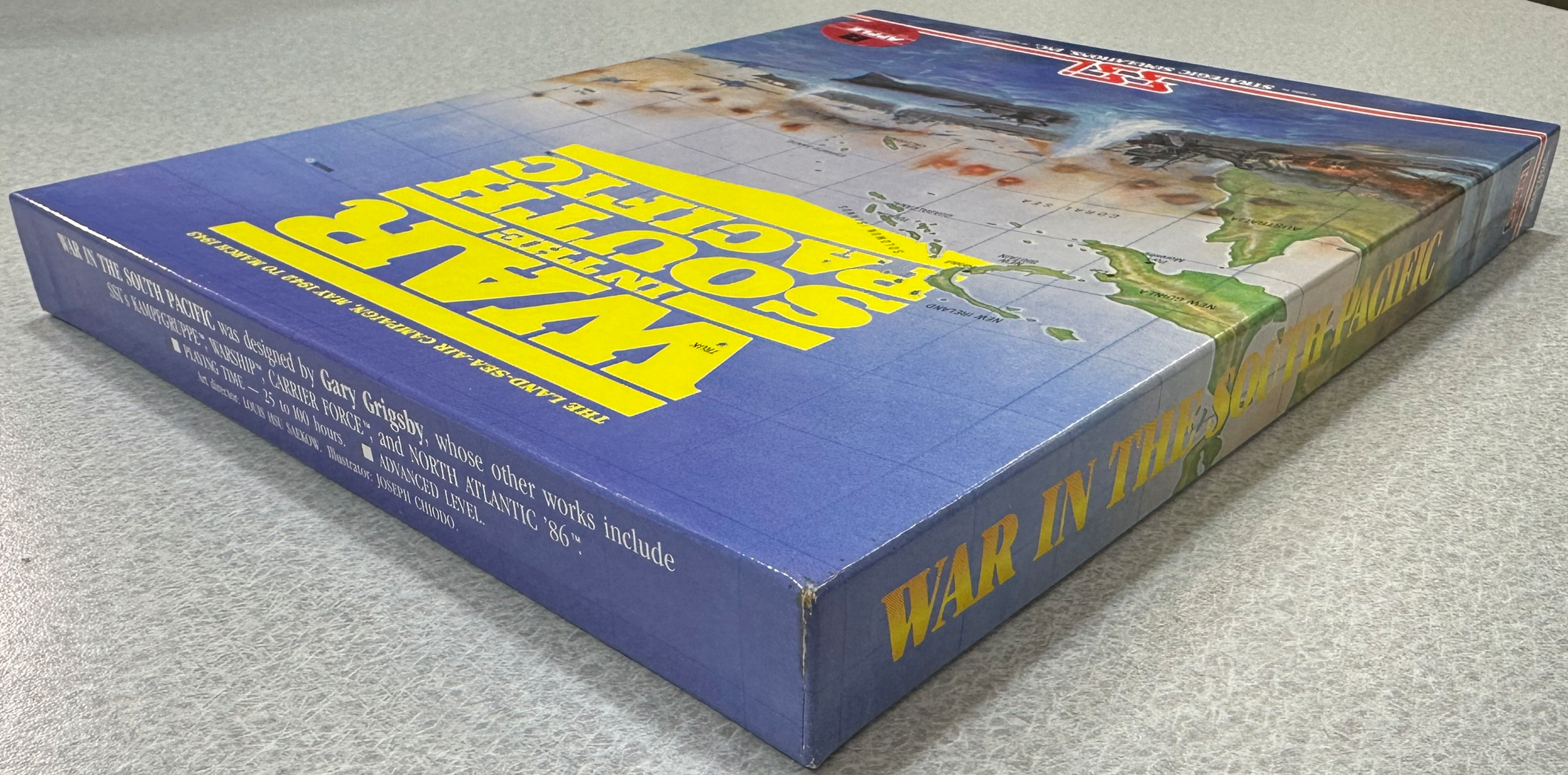

CV KAGA
AC:81 CAP:90/36 DAMAGE:0/0
#116 D3A U0 F3 R8 A7 LO M9
#133 A6M U0 F2 R2 A14 LO M1
#134 D3A U0 F18 R0 A0 LO M0
#135 B5N U0 F27 R0 A0 LO M0
PRESS A KEY TO CONTINUE

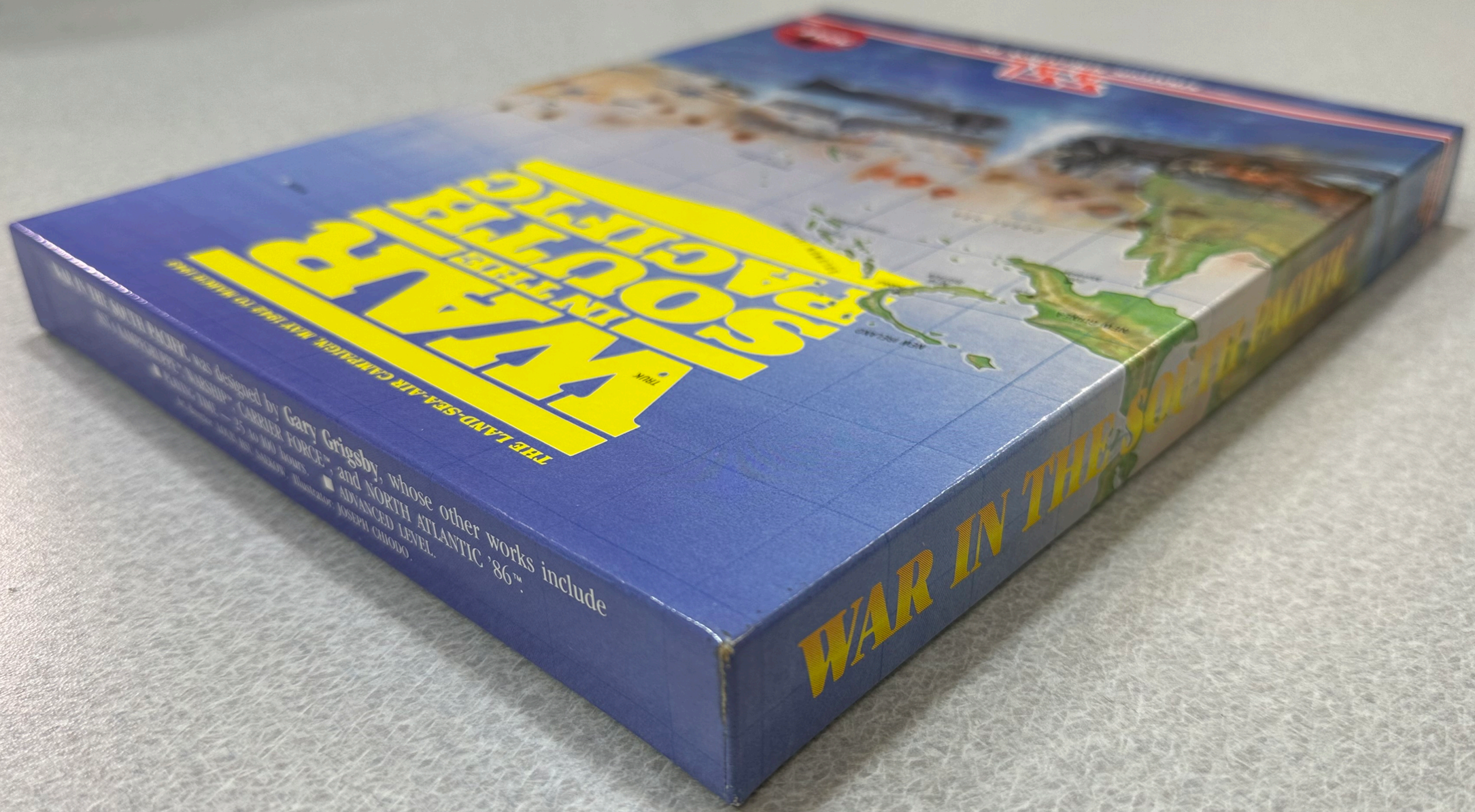
Kaga air group display reveals 7 D3A aircraft in the air conducting a search while 14 A6M fighters fly CAP over the *Kaga's* task force.

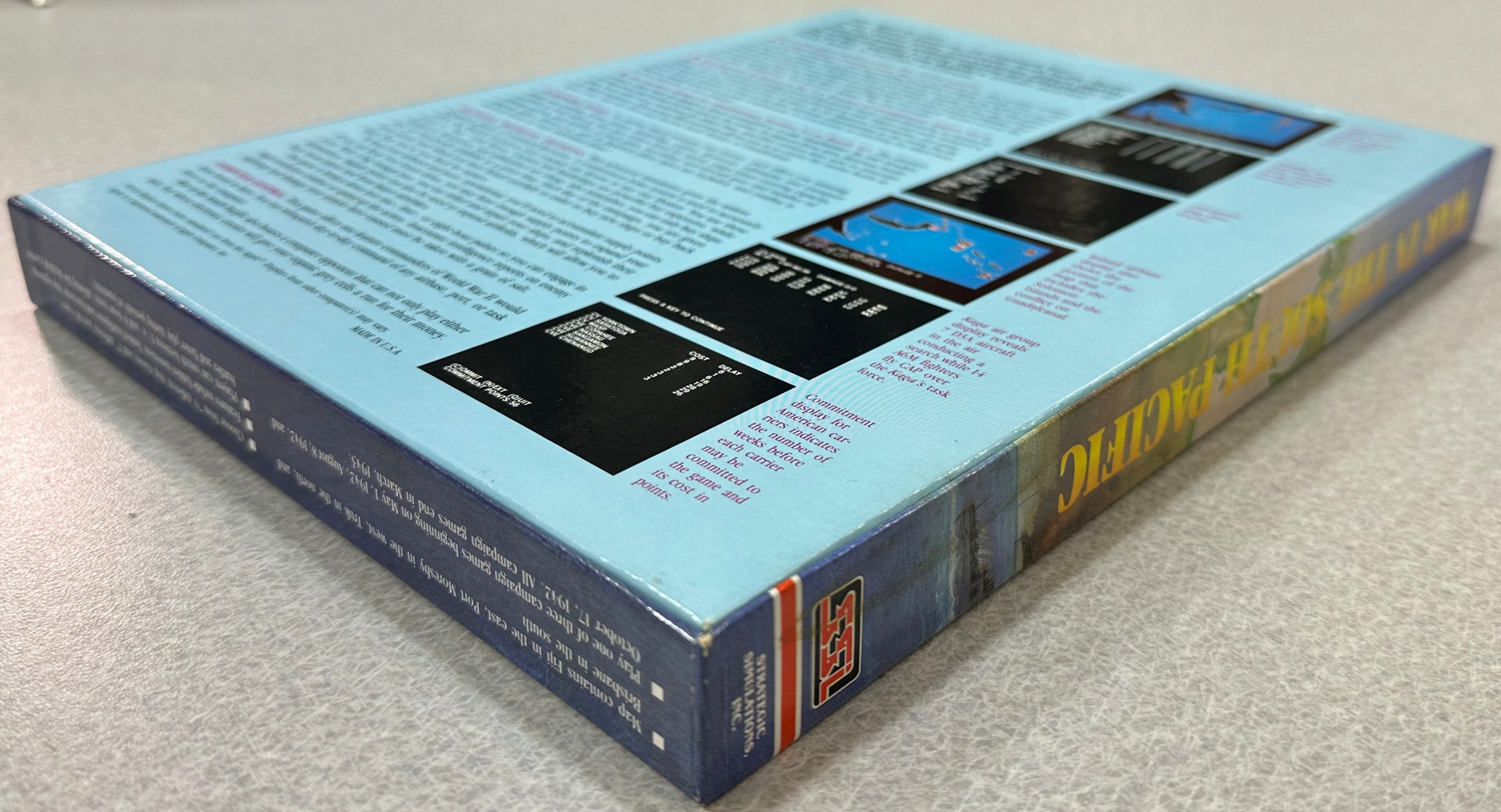


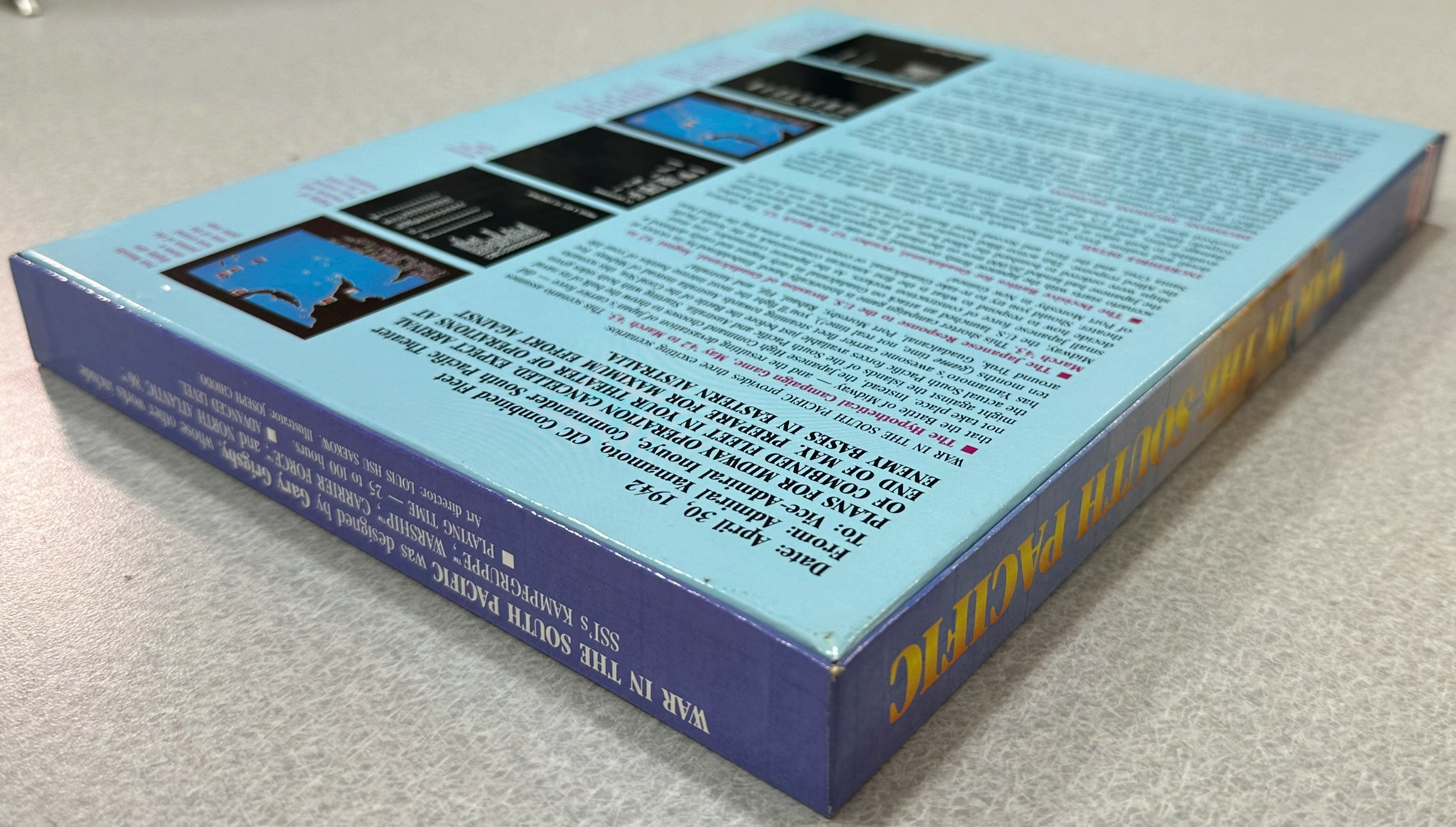
Commitment display for American carriers indicates the number of weeks before each carrier may be committed to the game and its cost in points.

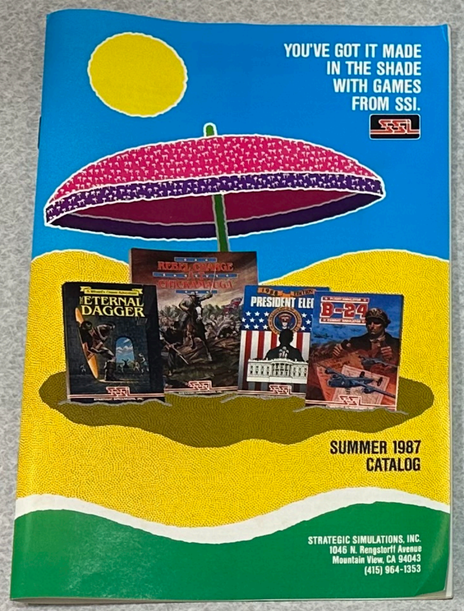

SSI
STRATEGIC SIMULATIONS, INC.
All rights reserved.
APPLE®
64K disk for Apple II with Applesoft ROM, II+, IIe and IIc.
Choose from 79 different ship classes and 17 different aircraft types.
Features include hidden movement, limited intelligence and inaccurate ship sightings.
Players can switch between 1, 4, and 8-hour turns, allowing for detailed carrier battles and faster play during periods of inactivity.
STRATEGIC SIMULATIONS, INC.
SSI

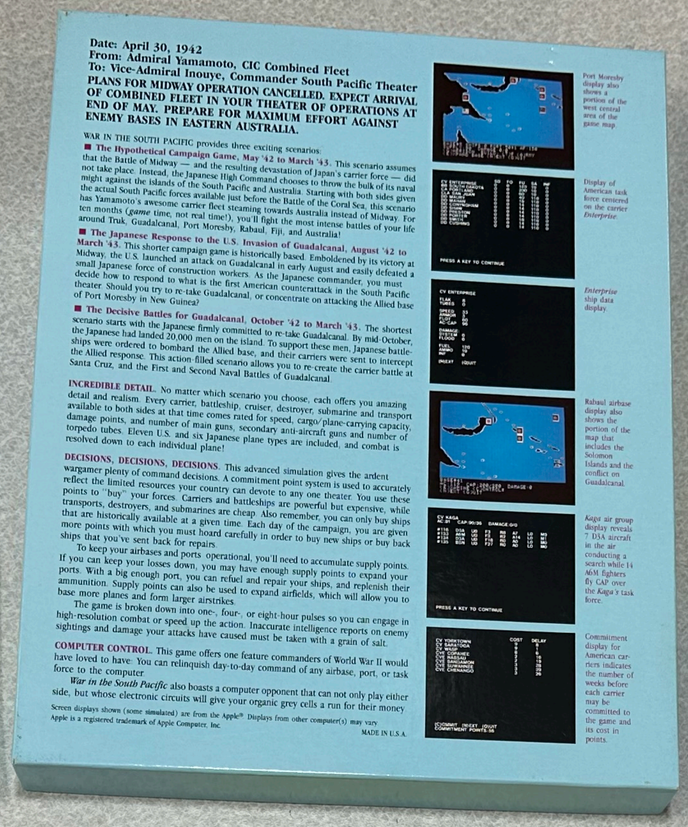

WAR IN THE SOUTH PACIFIC
THE LAND-SEA-AIR CAMPAIGN MAY 1942 TO MARCH 1945
WAR IN THE SOUTH PACIFIC was designed by Gary Grigsby, whose other works include
SSN, 5 KAMPFGRUPPE™, WARSHIP™, CARRIER FORCE™, and NORTH ATLANTIC '86™.
■ PLAYING TIME — 25 to 100 hours. ■ ADVANCED LEVEL.
Art director: LOUIS HSU SAEKOW. Illustrator: JOSEPH CHIODO.
STRATEGIC SIMULATIONS INC.
WAR IN THE SOUTH PACIFIC


WAR
IN THE
SOUTH
PACIFIC
THE LAND-SEA-AIR CAMPAIGN
designed by Gary Grigsby, whose other works include
"CARRIER FORCE™" and NORTH ATLANTIC '86™.
ADVANCED LEVEL
WAR IN THE SOUTH PACIFIC


Map contains Fiji in the east, Port Moresby in the west, Truk in the north, and Brisbane in the south
Play one of three campaign games beginning on May 1, 1942, August 8, 1942, and October 17, 1942. All campaign games end in March, 1943.
STRATEGIC SIMULATIONS, INC.
SSI
Commitment display for American carriers indicates the number of weeks before each carrier may be committed to the game and its cost in points.
Axis air group display reveals 7 IJAA aircraft in the air conducting a search while 14 AoM fighters fly CAP over the Axis's task force.
PACIFIC
SOUTH


WAR IN THE SOUTH PACIFIC
Date: April 30, 1942
From: Admiral Yamamoto, CIC Combined Fleet
To: Vice-Admiral Inouye, Commander South Pacific Theater
PLANS FOR MIDWAY OPERATION CANCELLED. EXPECT ARRIVAL OF COMBINED FLEET IN YOUR THEATER OF OPERATIONS AT END OF MAY. PREPARE FOR MAXIMUM EFFORT AGAINST ENEMY BASES IN EASTERN AUSTRALIA
WAR IN THE SOUTH PACIFIC was designed by Gary Grigsby, whose other works include "WARSHIP", CARRIER FORCE", and NORTH ATLANTIC '86"
SSI's KAMPFGRUPPE", PLAYING TIME — 25 to 100 hours. ADVANCED LEVEL
Art director: LOUIS HSU SAEKOW. Illustrator: JOSEPH CHOOO





Date: April 30, 1942
From: Admiral Yamamoto, CIC Combined Fleet
To: Vice-Admiral Inouye, Commander South Pacific Theater

PLANS FOR MIDWAY OPERATION CANCELLED. EXPECT ARRIVAL OF COMBINED FLEET IN YOUR THEATER OF OPERATIONS AT END OF MAY. PREPARE FOR MAXIMUM EFFORT AGAINST ENEMY BASES IN EASTERN AUSTRALIA.

WAR IN THE SOUTH PACIFIC provides three exciting scenarios:

■ **The Hypothetical Campaign Game, May '42 to March '43.** This scenario assumes that the Battle of Midway — and the resulting devastation of Japan's carrier force — did not take place. Instead, the Japanese High Command chooses to throw the bulk of its naval might against the islands of the South Pacific and Australia. Starting with both sides given the actual South Pacific forces available just before the Battle of the Coral Sea, this scenario has Yamamoto's awesome carrier fleet steaming towards Australia instead of Midway. For ten months (*game* time, not real time!), you'll fight the most intense battles of your life around Truk, Guadalcanal, Port Moresby, Rabaul, Fiji, and Australia!

■ **The Japanese Response to the U.S. Invasion of Guadalcanal, August '42 to March '43.** This shorter campaign game is historically based. Emboldened by its victory at Midway, the U.S. launched an attack on Guadalcanal in early August and easily defeated a small Japanese force of construction workers. As the Japanese commander, you must decide how to respond to what is the first American counterattack in the South Pacific theater. Should you try to re-take Guadalcanal, or concentrate on attacking the Allied base of Port Moresby in New Guinea?

■ **The Decisive Battles for Guadalcanal, October '42 to March '43.** The shortest scenario starts with the Japanese firmly committed to re-take Guadalcanal. By mid October, the Japanese had landed 20,000 men on the island. To support these men, Japanese battleships were ordered to bombard the Allied base, and their carriers were sent to intercept the Allied response. This action-filled scenario allows you to re-create the carrier battle at Santa Cruz, and the First and Second Naval Battles of Guadalcanal.

INCREDIBLE DETAIL. No matter which scenario you choose, each offers you amazing detail and realism. Every carrier, battleship, cruiser, destroyer, submarine and transport available to both sides at that time comes rated for speed, cargo/plane-carrying capacity, damage points, and number of main guns, secondary anti-aircraft guns and number of torpedo tubes. Eleven U.S. and six Japanese plane types are included, and combat is resolved down to each individual plane!

DECISIONS, DECISIONS, DECISIONS. This advanced simulation gives the ardent wargamer plenty of command decisions. A commitment point system is used to accurately reflect the limited resources your country can devote to any one theater. You use these points to "buy" your forces. Carriers and battleships are powerful but expensive, while transports, destroyers, and submarines are cheap. Also remember, you can only buy ships that are historically available at a given time. Each day of the campaign, you are given more points with which you must hoard carefully in order to buy new ships or buy back ships that you've sent back for repairs.

To keep your airbases and ports operational, you'll need to accumulate supply points. If you can keep your losses down, you may have enough supply points to expand your ports. With a big enough port, you can refuel and repair your ships, and replenish their ammunition. Supply points can also be used to expand airfields, which will allow you to base more planes and form larger airstrikes.

The game is broken down into one-, four-, or eight-hour pulses so you can engage in high-resolution combat or speed up the action. Inaccurate intelligence reports on enemy sightings and damage your attacks have caused must be taken with a grain of salt.

COMPUTER CONTROL. This game offers one feature commanders of World War II would have loved to have: You can relinquish day-to-day command of any airbase, port, or task force to the computer.

War in the South Pacific also boasts a computer opponent that can not only play either side, but whose electronic circuits will give your organic grey cells a run for their money.

Screen displays shown (some simulated) are from the Apple® Displays from other computer(s) may vary.
Apple is a registered trademark of Apple Computer, Inc.

MADE IN U.S.A.

Port Moresby display also shows a portion of the west central area of the game map.

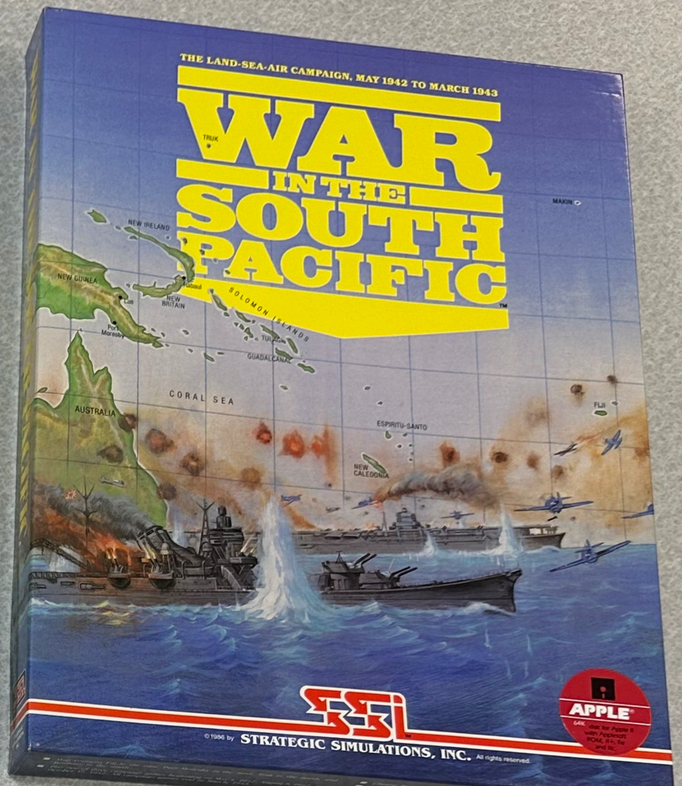
Display of American task force removed on the carrier *Enterprise*.

Enterprise ship data display.

Rabaul airbase display also shows the portion of the map that includes the Solomon Islands and the conflict on Guadalcanal.

Kaga air group display reveals 7 U.S. aircraft in the air conducting a search while 14 A6M fighters fly CAP over the *Kaga*'s task force.

Commitment display for American carriers indicates the number of weeks before each carrier may be committed to the game and its cost in points.

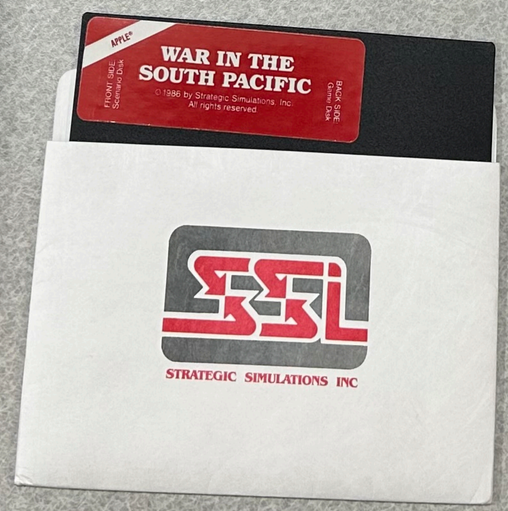


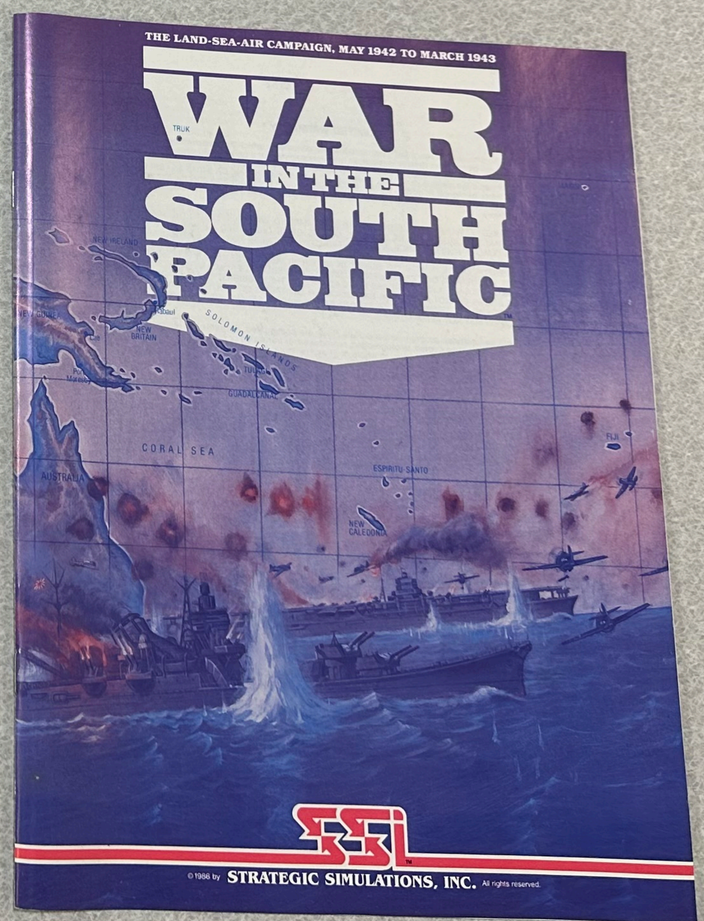
BUSINESS REPLY CARD
FIRST CLASS PERMIT NO. 910, MOUNTAIN VIEW, CA 94042

POSTAGE WILL BE PAID BY ADDRESSEE

STRATEGIC SIMULATIONS, INC.
1046 N. Rengstorff Ave.
Mountain View, CA 94043-9986

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES





APPLE©

FRONT SIDE:
Scenario Disk

WAR IN THE SOUTH PACIFIC

© 1986 by Strategic Simulations, Inc.
All rights reserved.

BACK SIDE:
Game Disk

SSI

STRATEGIC SIMULATIONS INC